XBOX 360

CALL OF DUTY 3

TEEN
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CONTENT RATED BY
ESRB

ACTIVISION.

⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:
* Sit farther from the television screen.
* Use a smaller television screen.
* Play in a well-lit room.
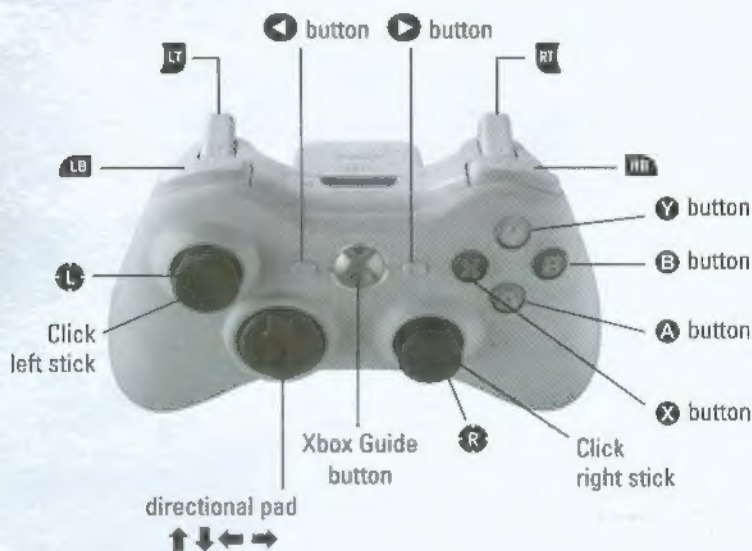* Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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GAME CONTROLS

MAIN MENU

After you view the introductory movie, the game's Main Menu will appear.

From this menu you can launch Single Player, switch to the Multiplayer portion of *Call of Duty® 3* and access Bonus Material (once unlocked).

To start a single-player game, select **Single Player** from the *Call of Duty 3* Main Menu.

Multiplayer -- Access the Multiplayer menu.

Bonus Material – View unlocked materials.

THE SINGLE PLAYER GAME

In *Call of Duty® 3*, get closer than ever to the fury of combat as an Allied soldier in World War II's most intense military operation, the Normandy Breakout Campaign. Battle Actions bring you face to face with German forces. Multiple attack routes let you decide whether to flank your enemy or hit him head on.

New Game – Launch a new *Call of Duty 3* game from the beginning of the campaign.

Continue – Load the game you were playing from your last Checkpoint, so you can continue your progress through the campaigns. This option is displayed only after starting a mission. This option is displayed in gray before you start any single-player gameplay, but will become available after you've begun a single-player campaign.

Chapter Select – Select an unlocked chapter. Play any mission you currently have unlocked. After selecting your mission, choose your difficulty level from one of the three options available.

PLAYING THE GAME

Before each mission you'll receive a briefing. These will frequently be in the form of orders from your superiors. These briefings will often provide crucial information about your objectives and the dangers you will face. Study them carefully. They could save your life.

IN-GAME DISPLAY

Grenade Indicator Damage Indicator

Objective Text

Compass

Stance Indicator Use Icon

Ammo Counter

Compass – It shows the direction you are facing and the location of nearby allies (green arrows), and enemies (red dots). Your current objective is also marked with a gold star.

Ammunition Counter – The first number indicates how many rounds are in your current weapon. The second number indicates the number of rounds in reserve.

Crosshair – Use your crosshair to aim your weapon at your enemies. When you run or walk, your crosshair will widen, indicating the lack of accuracy that comes from attempting to aim while moving. If a friendly is in your line of fire, pressing the **Fire** button will ask individuals to move out of your line of sight.

Damage Indicator – When you take damage from enemy fire, a red arrow will appear near the center of the screen, indicating the general direction from which you were hit. If the arrow points upward, the enemy is in your forward arc. If the arrow points downward, the enemy is hitting you from behind.

Grenade Indicator – When an ally or an enemy throws a grenade near you, a small grenade-shaped icon with a triangle will appear, indicating the direction of the grenade, in relation to your position. If the grenade is close enough to you, you'll see a hand icon, indicating that the grenade can be thrown back. To throw back a grenade once you've picked it up, quickly press the **Throw Grenade** button before the grenade blows up in your hand.

Use Icon – This indicator appears when there is an item you can pick up or use. This could be anything from a weapon to a vehicle. In order to use the item, press your **Use (⊗)** button. In the case of some functions such as entering vehicles, you must press and hold the **Use** button.

Objective Text – This text gives you critical information on your mission.

Stance Indicator – This indicator displays your current stance—standing/crouching/prone. While crouching and going prone, your movement speed is slower, but your accuracy is increased.

MOVEMENT CONTROLS

The default movement controls are as follows:

Command	Default Key	Description
Forward	up	Walk forward.
Backpedal	down	Walk backward.
Move Left	left	Sidestep to the left.
Move Right	right	Sidestep to the right.
Stand/Jump	button	Stand upright from either the Crouching or Prone position. Press again to Jump.
Go to Crouch	button	Crouch from either the Standing or Prone position.
Go to Prone	Press and Hold the button	Lie prone from either the Standing or Crouched position.
Look Up	up	Tilts your point of view so that you look up.
Look Down	down	Tilts your point of view so that you look down.
Look Left	left	Pans your point of view to look left.
Look Right	right	Pans your point of view to look right.

LOOK CONTROLS

You may choose to invert Look controls for your controller from the Options Controller Menu.

WEAPON CONTROLS

The default weapon-related buttons are as follows:

Command	Default Key	Description
Attack	RT	Fire weapon.
Aim Down the Sight	LT	Hold down the trigger to go to Aim Down the Sight mode of your gun. Release to return to From the Hip Firing mode.
Melee Attack	Click R	Strike the enemy with the butt of your gun.
Reload Weapon	X button	Reload weapon.
Switch Weapon	Y button	Switch between your primary and secondary weapons.
Throw Smoke Grenade	LB	Throw a Smoke grenade.
Throw/Cook Frag Grenade	RB	Throw a Frag grenade. If you hold the button down, you may cook the grenade. The bars that disappear at the center of the screen tell you how much time you have left to throw it before it explodes.
Binoculars	Click L	Use Binoculars to survey the battlefield.
Hold Breath	Click L	Hold your breath, while Aiming Down the Sight, to steady your aim (Sniper Rifles only).

OTHER CONTROLS

Command	Default Key	Description
Show Objectives/ Score	⊙ BACK	Bring up a list of your mission objectives in Single Player, and the scoreboard in Multiplayer. Hold down button to keep objectives on screen.
Use	⊗ button	Use, pick up, drop off and otherwise interact with items and vehicles.

AIMING DOWN THE SIGHT (ADS)

Every gun has an Aim Down the Sight mode. This brings the weapon up from your hip to your face so you can look down the sight (or into the scope, in the case of Sniper Rifles). Using ADS on MG34s and .30CALs causes you to drop to the ground and deploy. Aiming Down the Sight gives you a slight zoom effect, enabling you to be more accurate. However, while Aiming Down the Sight, you'll move much slower than normal.

MELEE ATTACK

Close-quarter battle mechanics bring you face-to-face with your enemy. Sometimes you may run out of ammo just as the enemy has you cornered. It might be ideal to take him out with a quick, offensive maneuver. The Melee action can be useful in these hectic life-or-death situations.

RELOADING YOUR WEAPON

When your weapon runs out of ammunition, you will automatically reload. Watch your ammo counter carefully! Reloading in the middle of a firefight takes time and leaves you unable to defend yourself. You can manually reload your weapon between fights with the **Reload** button. In Single Player games, if you're low on ammo, pick up extra ammunition from a fallen comrade's weapon of the same type by running over it. If you can't find any ammo for your weapon, grab a weapon from a fallen enemy.

SWAPPING WEAPONS AND PICKING UP ITEMS

In Single and Multiplayer, when you see a weapon on the ground, you can swap it for one of your weapons. To swap weapons, stand over the weapon and when you see the Use Indicator, press and hold the **Use** button. You'll automatically drop your current weapon and pick up the new weapon. Picking up items is as simple as pointing your crosshair at the item and pressing the **Use** button, or, in the case of ammunition, walking over it.

SHOW OBJECTIVES/SCORE

Throughout your campaign, mission objectives will change. Press the **Show Objectives/Score** button to show your mission objectives and show your status on each one. Completed objectives are given a check mark.

MULTIPLAYER

Se ect the Multiplayer option from the Main Menu. You'll be presented with these choices:

- Xbox Live® – Go to the Multiplayer menu to search for Player Match and Ranked Match games using Xbox Live®
- System Link   Use this option to join and host your own mu tiplayer games using System Link.
- Option   This menu allows you to modify your user settings

FINDING AND CONNECTING TO MULTIPLAYER GAMES

Connecting to Your ISP
For Internet play, we recommend that you do not use routers, but if you do, enab e port forwarding Consult your Xbox L ve manuals for information on how to set up Xbox Live®

Xbox Live®
Play anyone and everyone, anyt me, anywhere on Xbox Live® Build your profile (your gamer card) Chat w th your friends Download content at Xbox Live® Marketplace Send and receive voice and video messages Get connected and join the revolution

Connecting
Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member For more nformation about connecting, and to determine whether Xbox L ve® is available in your region, go to www.xbox com/live

Family Settings
These easy and flexible tools enable parents and caregivers to dec de which games young game players can access based on the content rating. For more information, go to www.xbox com/familysettings.

Up to 24 players can battle it out as a variety of player classes, including riflemen, scouts and others. Use teamwork! Remember, no one fights alone!

Player Match allows you to find a quick Multiplayer game using Quickmatch, a custom Multiplayer game using Custom Match, or Create your own game.

Ranked Match allows you to find games that affect your Xbox Live™ Trueskill™ Ranking.

Creating and Connecting to Games

After selecting whether you would like to play a game using Xbox Live™ or System Link, select the type of game that you would like to search for. You may then select **Create** or use **Custom Match** to search for games.

The game list allows you to filter out specific games based on common settings.

If you want to use your Xbox 360™ as a host, click on **Create Match** from the Xbox Live™ or System Link menus. From here, you'll be able to select the map you want the game to run and other options.

Xbox Live® Achievements

You can win Xbox Live™ Achievements by unlocking them in both Multiplayer and Single Player games.

Note: By playing online, you must leave the Activision controlled environment in Call of Duty 3. The game's content has been rated for Teen audiences, but the content of the game may change during online play due to, among other things, interactive exchanges. Activision and Treyarch take no responsibility for content external to the game itself.

MULTIPLAYER SPECIFIC CONTROLS

Vehicles

Sometimes, the battlefield is strewn with vehicles that the resourceful player can utilize to his advantage. When you find a vehicle that you wish to use, press the **Use** button to enter it. Multiple players can occupy the vehicles, taking different positions inside. To switch positions from Driver, Passenger or Gunner, press the **Jump** button. To fire the machine gun in many vehicles, pull 🎮. Beware of overusing the automatic guns; they will eventually overheat!

Sprinting

Sometimes you need to quickly put a lot of distance between you and
the enemy. The best way to do this is to utilize the Sprint feature. Click
and hold 🕹 to run. Watch your Stance Indicator, though! The longer you
sprint, the more fatigued you become. Moving at a normal speed will
allow your body to regenerate lost stamina.

Capturing Enemy Flags

In the game types Capture the Flag and Single Flag Capture the Flag,
you must capture the opposing team's flag. You do this by approaching
their flag, and pressing the **Use** button to pick it up. You can drop it by
pulling 🔘. The flag carrier can Melee attack with the flag by pressing
the Melee button.

Splitscreen Games

You can play Xbox Live™ Player Match and System Link games with up
to four players on the same Xbox 360™ console with split screen. This
includes the ability to create new games, join games already in progress,
and, with the "hot join" feature, have people join a game you have been
playing for a while.

VOICE CHAT

In *Call of Duty 3*, you may chat with your teammates using the Xbox 360™
headset. The other team will not be able to hear you. Consult your
Xbox 360™ manual on how to set up the headset.

Your teammates are identifiable as soldiers with Gold Chevrons over their
heads. Multiple Chevrons indicate their rankings.

MULTIPLAYER CHARACTER CLASSES

All classes are awarded points for using their special abilities. In
addition, players accrue score points for completing objectives, utilizing
their special abilities, not just for kills. You may find yourself moving up
in rank, improving your abilities with things like decreased cool-down
for your abilities and ability to carry more ammo.

On the display in the Class Selection screen, you may see how each of
the Classes stack up based on factors like accuracy, range and firepower.

Special Grenades

Each class carries a single type of Grenade, such as Smoke, Fragmentation and Sticky grenades (more precise to place Try putting one on a vehicle!). The classes each have unique abilities Use the right bumper to engage them.

Rifleman

This class is adept at medium-short range combat, favoring a Rifle to take down his enemies His secondary weapon is a pistol

Light Assault

This class starts with a Submachine Gun The ASG class spawns with Sticky grenades, which stick to anything that they are thrown at This class can move quickly and you can plant Mines as well

Heavy Assault

This class starts with an Assault Rifle and has the ability to place Mines

Medic

This class has the unique ability to revive fallen comrades If the Medic approaches a fallen ally, the Medic can use the class ability to revive and ready them for battle After the Medic has used the revive ability, the Medic must wait until the Special Ability meter on the right side of the screen fills before the Medic can use it again

Scout

This class is useful for those who prefer long-range combat It comes with a Sniper Rifle, and has the unique ability to use Binoculars to call in Artillery Strikes on foes Much like the Medic, the Scout must wait until the Special Ability meter on the right of the screen fills before being able to use the special ability again

Support

This class starts with a Machine Gun that can be set up on the ground to rain down fire on opponents from a stationary position Support also has the ability to drop ammo packs to refill allies' weapons After achieving higher ranks, the number of ammo packs Support Class can drop increases

Anti-Armor

This class starts with the Anti-tank weapon as the main weapon Anti-armor may use this to destroy vehicles and combat heavy armor effectively You also have the special ability of dropping ammo packs to help teammates The number of ammo packs Anti-armor can drop is affected by your rank.

CREDITS

Dedicated to the brave men and women who fought and died in the Normandy Breakout. Your courage and sacrifice paved the road for freedom in Europe

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Portions of this software utilize
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CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/codes/cheats, only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

NOTE: Internet support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

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